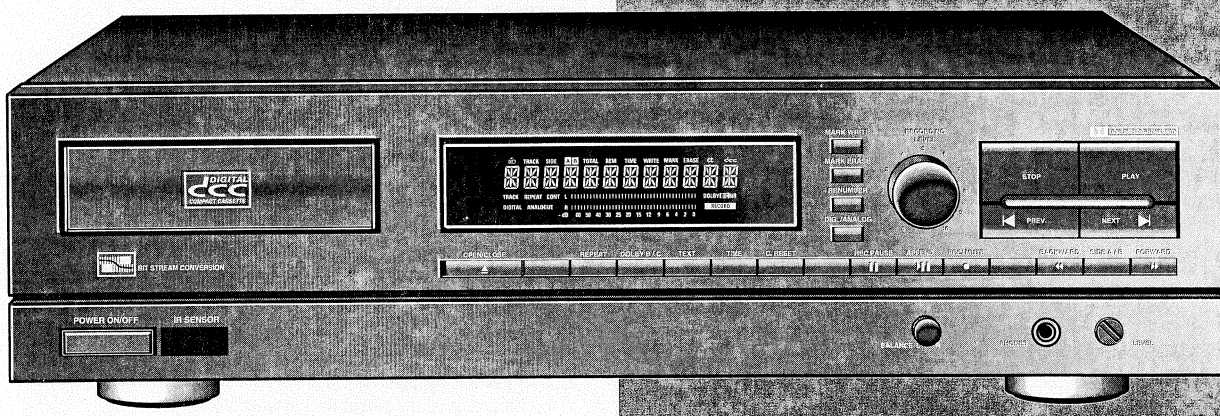
PHILIPS

DCC 600 Digital Compact Cassette Recorder



(GB) Instructions for Use
(F) Mode d'emploi
(D) Bedienungsanleitung
(NL) Gebruiksaanwijzing
(E) Instrucciones de manejo
(I) Istruzioni per l'uso
(DK) Brugsanvisning
(S) Bruksanvisning
(SF) Käyttöohje

PHILIPS

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(AUS) Australia

Guarantee and Service valid for Australia

The benefits given to the purchaser by this warranty are in addition to all other rights and remedies, which, under the Trade Practices Act or other Commonwealth or State law, the purchaser or owner has in respect of the product.

The Philips product carries the following warranties:
- C-series HiFi-systems 12 months.
- Compact Disc Players: 12 months.
- Home Audio Systems: 6 months.
- Clock radios, portable radios, cassette recorders, cassette players and radio recorders: 90 days.

Any defect in materials or workmanship occurring within the specified period from the date of delivery, will be rectified free of charge by the retailer from whom this product was purchased.

Note: Please retain your purchase docket to assist prompt service.

Conditions of this warranty
1. All claims for warranty service must be made to the retailer from whom this product was purchased. All transport charges incurred in connection with warranty service or replacement will be paid by the purchaser.
2. These warranties do not cover batteries and extend only to defects in materials or workmanship occurring under normal use of the product where operated in accordance with our instructions.

Philips Consumer Products Division
Technology Park
Figtree Drive, Australia Centre
Homebush 2140
New South Wales

(NZ) New Zealand

Guarantee and Service for New Zealand

Thank-you for purchasing this quality Philips product.
Philips New Zealand Ltd guarantees this product against defective components and faulty workmanship for a period of 12 months. Any defect in materials or workmanship occurring within 12 months from the date of purchase subject to the following conditions will be rectified free of charge by the retailer from whom this product was purchased.

Conditions
1. The product must have been purchased in New Zealand. As proof of purchase, retain the original sales docket indicating the date of purchase.
2. The guarantee applies only to faults caused by defective components, or faulty workmanship on the part of the manufacturer.
3. The guarantee does not cover failures caused by misuse, neglect, normal wear and tear, accidental breakage, use on the incorrect voltage, use contrary to operating instructions, or unauthorised modification to the product or repair by an unauthorised technician.
4. Reasonable evidence (in the form of a sales docket) must be supplied to indicate that the product was purchased no more than 12 months prior to the date of your claim.
5. In the event of a failure, Philips shall be under no liability for any injury, or any loss or damage caused to property or products other than the product under guarantee.

This guarantee does not prejudice your rights under common law and statute, and is in addition to the normal responsibilities of the retailer and Philips.

How to claim
Should your Philips product fail within the guarantee period, please return it to the retailer from whom it was purchased. In most cases the retailer will be able to satisfactorily repair or replace the product.
However, should the retailer not be able to conclude the matter satisfactorily, or if you have other difficulties claiming under this guarantee, please contact

The Guarantee Controller
Philips New Zealand Ltd.
✉ P.O. Box 41.021
Auckland
☎ (09) 84 94 160

(MEX) México ..... NOM

Es necesario que lea cuidadosamente su instructivo de manejo.

PRECAUCION - ADVERTENCIA
NO ABRIR, RIESGO DE CHOQUE ELECTRICO
ATENCION
VERIFIQUE QUE EL VOLTAJE DE ALIMENTACION SEA EL REQUERIDO PARA SU APARATO
PARA EVITAR EL RIESGO DE CHOQUE ELECTRICO, NO QUITE LA TAPA;
EN CASO DE REQUERIR SERVICIO, DIRIJASE AL PERSONAL AUTORIZADO DE PHILIPS.

NOM

INTRODUCTION

Dear customer!

Congratulations on purchasing this DCC 600. We have made use of our longstanding experience and have not spared the use of up-to-date technology, and thus succeeded in developing the DCC 600.

In 1963, PHILIPS launched the music cassette, which quickly conquered the world. In 1991, 2.6 thousand millions of cassettes and 180 millions of cassette recorders have been sold worldwide.

In the eighties, a new Audio system was invented - the CD. The CD (Compact Disc) revealed to you the new dimension of digital sounds and added to the pleasures of Audio.
Digital recordings on CD permit a high contrast in loud as well as in quiet passages with perfect channel separation. It is less sensitive to dirt and destruction, as the CD player is equipped with an error correction.

Philips has now further developed the music cassette - and the result is the DCC.
DCC (Digital Compact Cassette) fills the large gap between the music cassette and the compact disc. DCC is capable of being recorded on and played back just like the music cassette. The quality and the capacity is that of a CD. An additional advantage is that you can also play the conventional analogue music cassette.

Please read the operating instructions carefully, to be able to enjoy the troublefree operation of the DCC 600 for a long time.

Important notes for users in the U.K.:

Mains plug
This apparatus is fitted with an approved moulded 13 Amp plug.
To change a fuse in this type of plug proceed as follows:
1 Remove fuse cover and fuse.
2 Fix new fuse which should be a BS1362 5 AMP, A.S.T.A. or BSI approved type.
3 Refit the fuse cover.

If the fitted plug is not suitable for your socket outlets, it should be cut off and an appropriate plug fitted in its place.

If the mains plug contains a fuse, this should have a value of 5 A. If a plug without a fuse is used, the fuse at the distribution board should not be greater than 5 A.

Note:
The severed plug must be disposed to avoid a possible shock hazard should it be inserted into a 13 A socket elsewhere.

How to connect a plug
The wires in the mains lead are coloured in accordance with the following code: blue = neutral (N), brown = live (L).
As these colours may not correspond with the colour markings identifying the terminals in your plug, proceed as follows:
1 Connect the blue wire to the terminal marked N or coloured blue or black.
2 Connect the brown wire to the terminal marked L or coloured brown or red.
3 Do not connect either wire to the earth terminal in the plug, marked E or ⏚ or coloured green or green-and-yellow.

Before replacing the plug cover, make certain that the cord grip is clamped over the sheath of the lead - not simply over the two wires.

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English

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This product complies with the radio interference requirements of the European Community.

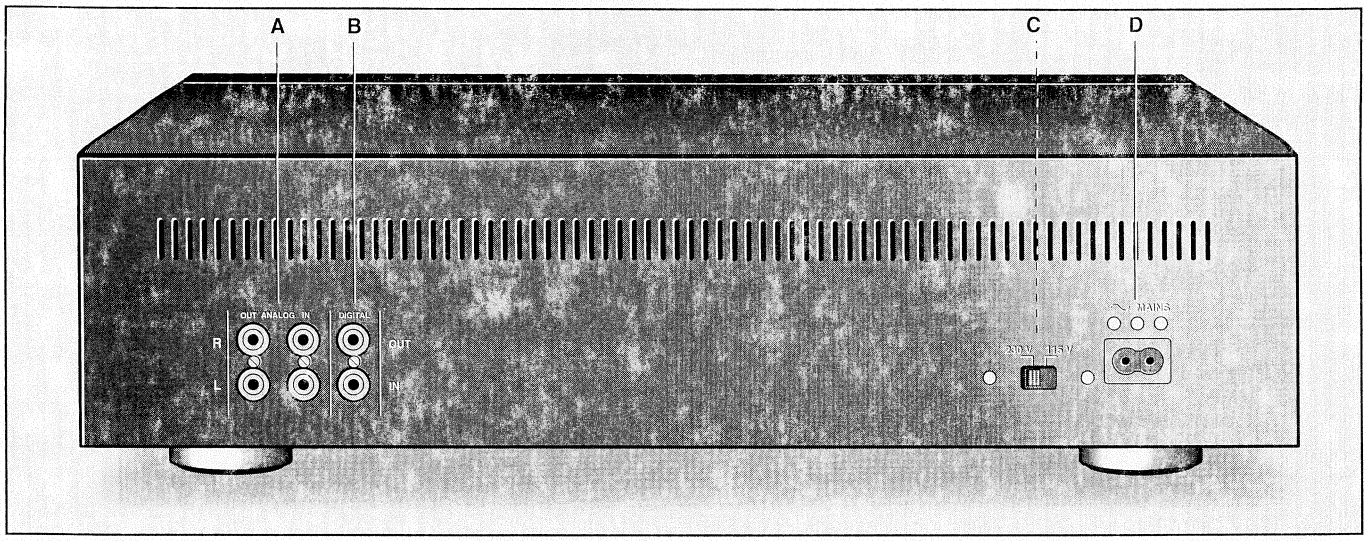
Copyright:

Recording or copying is only authorised if there is no violation of copyright or other rights of third parties.

Only for U.K.:
Recording an playback of material may require consent. See Copyright Act 1956 and The Performer's Protection Acts 1958 to 1972.

(GB) INSTALLATION AND CONNECTIONS

English



REAR PANEL:

A ANALOG IN Input sockets (left/right) for an analog audio signal .

ANALOG OUT Output sockets (left/right) of an analog audio signal.

B DIGITAL IN Input socket for a digital audio signal.

DIGITAL OUT Output socket of a digital audio signal.

C VOLTAGE SELECTOR Select the mains voltage corresponding to the local mains voltage (230 V, 115 V).

D MAINS Be sure to connect the unit to the correct mains voltage via the supplied mains cable (see chapter 'TECHNICAL DATA').

INSTALLATION:

- Do not place the 'DCC 600' in humid, too warm or hot areas (e.g. on top of the amplifier), near magnetic fields or in dusty rooms, as this will reduce the life of the unit.
- When positioning the unit, put the 'DCC 600' on the bottom of the stack or, when positioning the units side by side - the 'DCC 600' on the right side.
- Keep a free space of a few centimeters around the unit and do not cover any vents.
- After you have positioned the unit correctly, it has to adapt to the new ambient temperature. Leave the 'DCC 600' for about 30 minutes, to allow possible condensation water to evaporate.
  Failure to follow these instructions may cause damage to the electronics!

The type plate is located on the rear of the unit.

- Connect the units as follows:

ANALOG IN - Insert the red plug to the R socket and the other plug to the L socket of your 'DCC 600'. Insert the two other plugs to the corresponding output sockets of your amplifier. You can also use the TAPE or AUX outputs of your amplifier.

ANALOG OUT - Insert the red plug to the R socket and the other plug to the L socket of your 'DCC 600'. Insert the two other plugs to the corresponding input sockets of your amplifier. You can also use the TAPE, CD, AUX or TUNER inputs of your amplifier.

DIGITAL IN - Insert one plug of the cinch lead to the input socket of your 'DCC 600' and the other plug to the corresponding digital output socket of e.g. CD and DAT.

DIGITAL OUT - Insert one plug of the cinch lead to the output socket of your 'DCC 600' and the other plug to the corresponding digital input socket of e.g. amplifier, CD and DAT.

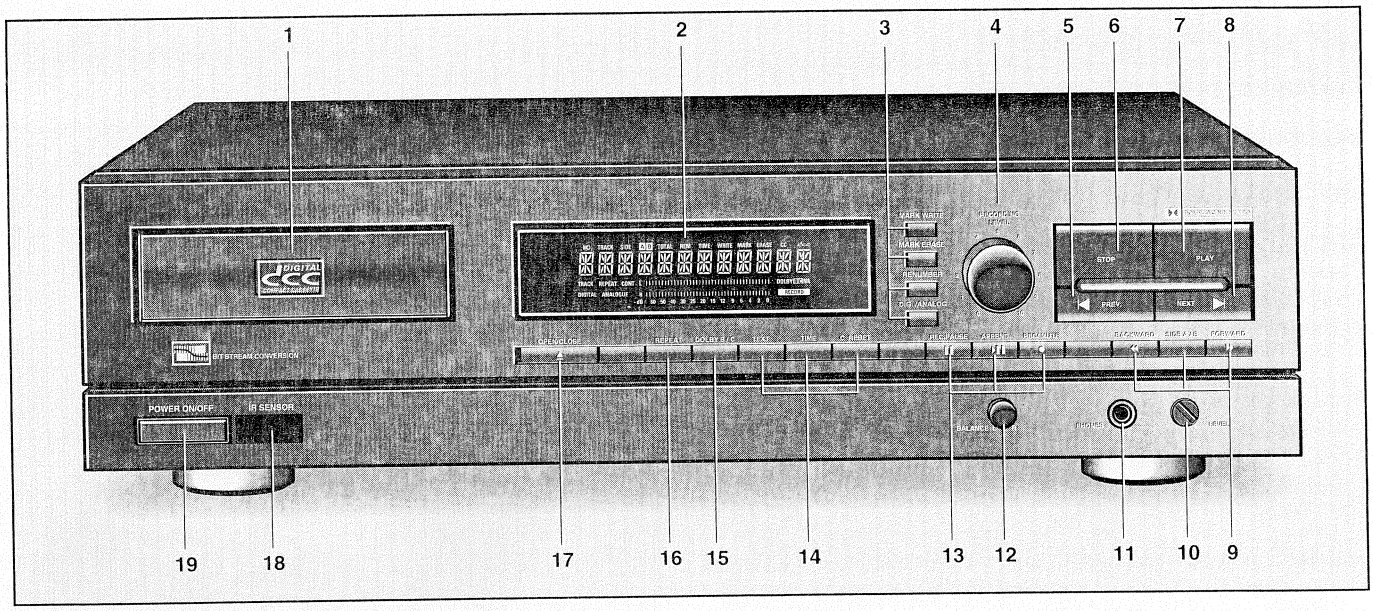
- Select the local mains voltage at the rear of the 'DCC 600'
- Connect the smaller plug of the supplied mains cable to the MAINS socket of the 'DCC 600' and the mains plug to the wall outlet.
- You can now start the operation. Enjoy yourself!

A FEW RECOMMENDATIONS:

- If the unit is not used for some time, it is recommended to switch off the unit and pull out the mains plug. By doing this, you will protect it from lightning damage.
- When you pull the mains plug out, do not take it by the cable, but by the connector shell.
- When you have pulled the mains plug out, do not touch the two contact pins, as the 'DCC 600' needs a few seconds to discharge.

WARNING

Do not connect the set to the mains until all other connections have been made and the mains voltage has been checked.



FRONT PANEL:

1 Cassette holder

2 Display

3 MARK WRITE To write various markers.

MARK ERASE To erase various markers.

RENUMBER To correct the sequence of tracknumbers.

DIG./ANALOG To select the type of the recording input.

4 RECORDING LEVEL To adjust the record level.

5 PREV. To rewind the tape to the beginning of the current music track.

6 STOP To stop the tape.

7 PLAY To play back the tape.

8 NEXT To wind the tape to the next music track.

9 BACKWARD To wind the tape backward.

SIDE A/B To select side A or side B of the tape.

FORWARD To wind the tape forward.

10 LEVEL To adjust the volume when using headphones.

11 PHONES Socket for headphone connection.

12 BALANCE To adjust the balance during recording.

13 REC. PAUSE To interrupt the recording temporarily and to enter the RECORD PAUSE mode.

APPEND To search a free position for recording.
The unit searches a free position on the cassette, provided you have always been using the function APPEND for recording.
When this free position is found, you can start recording.

REC/MUTE
- To record from your chosen audio source.
- To record 'digital silence'.

14 TEXT To call text information.

TIME To call the time information.

C. RESET To reset the tape counter to '0000'.

15 DOLBY B/C NR To select the DOLBY NR functions.

16 REPEAT To repeat the current track and to repeat the entire cassette.

17 OPEN/CLOSE To open and close the cassette compartment.

18 IR SENSOR infra red remote control eye

19 POWER ON/OFF To switch the unit on or off.

English

DIFFERENT TYPES OF CASSETTES

Available on the market are the

DCC (Digital Compact Cassette),

and the

ACC (Analog Compact Cassette), also called 'Music Cassette'.

In this instruction for use we are going to use the abbreviations **DCC** and **ACC**.

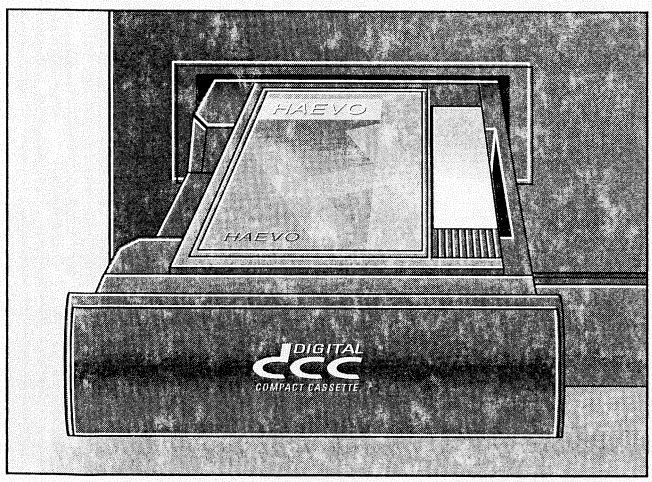
Both cassettes are available in various lengths and tape materials. The 'DCC' and the 'ACC' can be used in the 'DCC 600'. The 'DCC' has a cover designed for quick and easy handling. Always keep the 'DCC' and the 'ACC' in the cover after use to avoid damages.

The 'DCC' and the 'ACC' must not come into contact with dust or liquids, and must not be exposed to high temperatures and to magnetic fields (heaters, TV sets, transformers...). Do not push the tape protection of the 'DCC' aside, and avoid touching the tape of the 'ACC'.

DCC:

When inserting the 'DCC' please observe the following points:

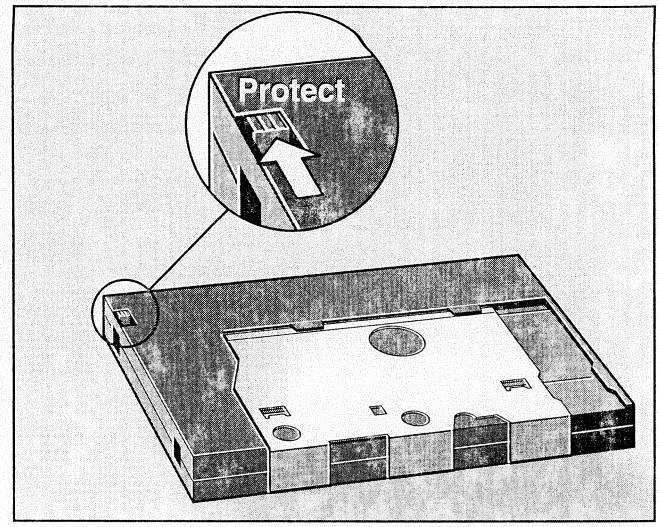
- Insert the 'DCC' lengthwise into the open tray.
- The inscription must be face up.
- The protective slider must be on the right side.



DCC prerecorded ... can be bought prerecorded in the shops and can only be played back. The prerecorded 'DCC' can display information like text, track numbers, playing times and tape counter.

DCC user-recorded ... the recording will be made by you. The user-recorded 'DCC' can display information like track numbers, playing times and tape counter.

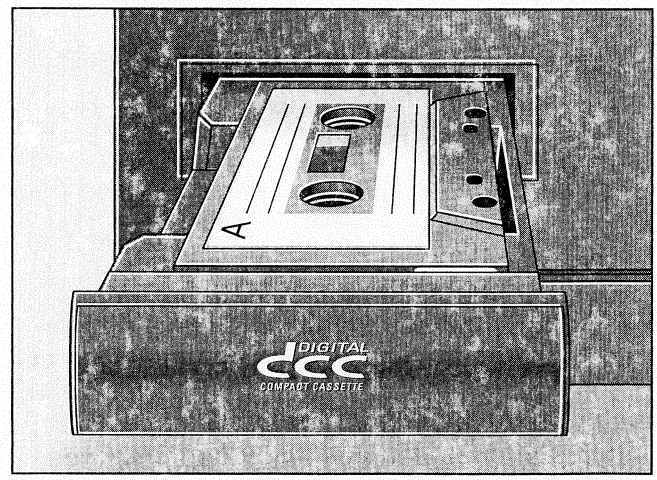
To protect the 'DCC' from re-recording, activate the record protection by pushing the red button up.



ACC:

When inserting the 'ACC' please observe the following points:

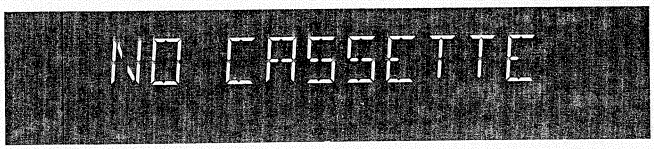
- Insert the 'ACC' lengthwise into the open tray.
- The inscription must be readable from the right side.



ACC ... has been recorded with an 'analog cassette recorder' and can only be played back on the 'DCC 600'. The 'ACC' can only display the tape counter.

POWER ON/OFF

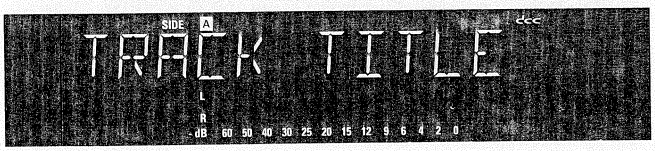
Press the **POWER ON/OFF** key to switch the unit on.
After being switched on, the unit checks if a tape has been inserted.
If the unit does not find a cassette, the display panel shows:



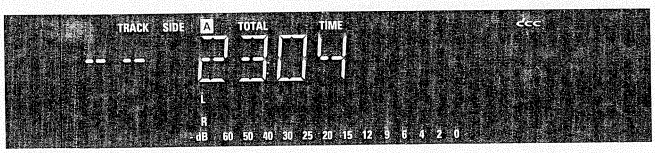
OPEN/CLOSE

Press the **OPEN/CLOSE** key to open the tray and insert a cassette. Close the tray by pressing **OPEN/CLOSE** again. You can also close the tray by a short slight pressure to its front.

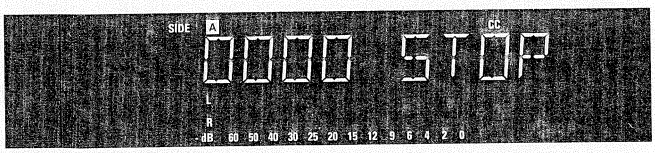
After the tray has been closed, the unit reads and stores the text and time information of the inserted cassette. During this period the display panel shows:



If the unit finds a user-recorded 'DCC', the display panel shows for instance:



If the unit finds an 'ACC', the display panel shows for instance:



The unit can be switched to 'STANDBY' by pressing the STANDBY key (only on the remote control).

Pressing one of the basic functions on the unit or on the remote control cancels the 'STANDBY' and reactivates the unit, e.g.: **PLAY**, **STOP**, **NEXT**, **PREVIOUS**, **FORWARD**, **BACKWARD**.

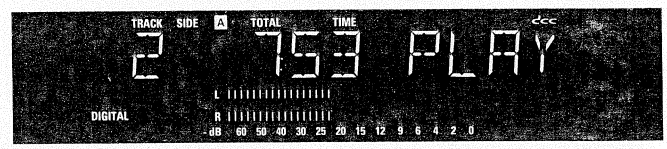
When you switch the unit off, the tape information of the cassette (various texts and times) is erased from the unit's memory. When you switch it on again, the tape information is re-read.

Notes:
The instruction to open can be given from any function with the exception of 'RECORD' and 'RENUMBER'.
While the tray is opened or closed, the display panel shows 'OPEN' or 'CLOSE'.

If a rewound DCC is inserted, the unit automatically searches the beginning of the first music track.

PLAYBACK

- Switch the unit on.
- Open the cassette compartment.
- Correctly insert the cassette.
- Close the cassette compartment.
- The unit automatically identifies the new cassette.
- Press the **PLAY** key to start playback.
  The display panel shows for instance:



- To stop playback, press the **STOP** key.
- Open the cassette compartment.
- Take the cassette out.
- Close the cassette compartment.
- Switch the unit off.

You can find detailed information in the chapter 'PLAYBACK advanced'.

English

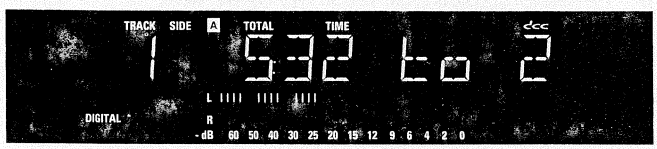
TRACK SEARCH RUN

With the keys **PREV.** and **NEXT** you can wind forward or backward to the required music track.
If one of the two keys is pressed several times, the forward or backward step increases by one music track for each depression of the key.

If you choose this function in 'STOP' while the text indication is being selected, the required track is displayed. Press the **PLAY** key to select the displayed track and start playback.

If you choose this function in 'PLAY', the required track is selected and played.

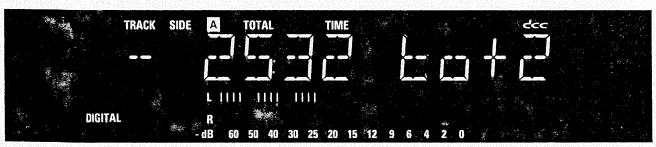
- If you press the **PREV.** or the **NEXT** key with a 'prerecorded DCC', the new music track will show on the display panel. If the time indication has been selected, the display panel shows for instance:



If the text indication has been selected, the display panel shows for instance:

- If you choose this function with an ACC, there must be a silent passage of 4 seconds between the tracks, otherwise this function will not work correctly.

If the unit knows the number of music tracks (DCC), the newly selected track cannot be higher than the highest possible on the cassette. If the current track number is not known, a flashing indication on the display indicates the backwards or forwards step, e.g.:



During the PREVIOUS and NEXT function, the unit automatically responds to different markers on the tape and and to the beginning and the end of the cassette (for better understanding see chapter 'MARKERS').

WINDING / FINDING A MUSIC PART

With the **BACKWARD** and **FORWARD** keys, you can wind the cassette to the beginning or the end of the side with max. speed (in 'STOP').

In 'PLAY' you can find a particular part of a music track.

Note: Regardless on which side of the cassette you are on, the tape always plays forward when the **FORWARD** key is pressed.

- If the **BACKWARD** or the **FORWARD** key is called from 'STOP' or from search functions such as 'PREVIOUS' or 'NEXT', the tape is wound backward or forward.
- If the **STOP** key is pressed or if the cassette is wound to the end of a side, the unit is switched to 'STOP'.
- If the **BACKWARD** or **FORWARD** key is pressed in 'PLAY', the tape is wound in the corresponding direction as long as you keep the key pressed. When you release it, 'PLAY' is resumed.

During this function, the unit automatically responds to different markers on the tape and to the beginning and the end of the cassette (for better understanding see chapter 'MARKERS').

TO SELECT THE SIDE

You can select the side of the cassette by pressing the **SIDE A/B** key.
This function can only be selected in 'STOP', 'PLAY', 'FORWARD' and 'BACKWARD'.

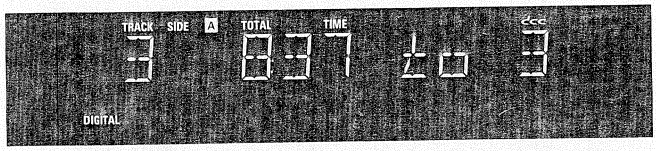
1. TO REPEAT THE CURRENT MUSIC TRACK

- Press the **PREV.** key. The tape will be wound back to the beginning of the current music track.

- If the **PREV.** key is pressed during 'PLAYBACK', the unit immediately repeats the current music track.

- If the **PREV.** key is pressed during 'STOP', you should press **PLAY** to start playback.

The display shows for instance:



2. REPEAT IN 2 DIFFERENT MODES

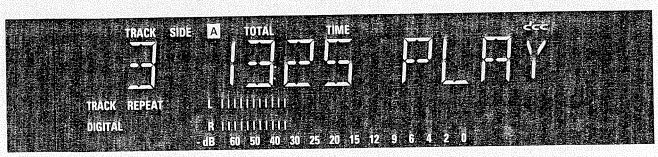
The **REPEAT** key can only be pressed in 'PLAYBACK' and 'STOP' and switches between 2 different repeat modes. By pressing the same key once again, the next mode is called.

Example:

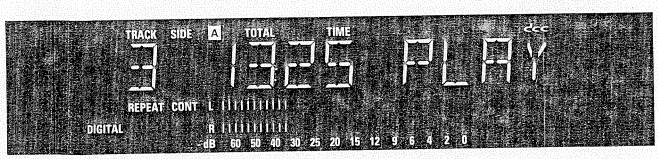
OFF -> TRACK REPEAT -> REPEAT CONT -> OFF

- Off (no indication)

- Press the **REPEAT** key (= TRACK REPEAT).
  After the playback has finished the unit repeats the current music track until you stop this function (works only with 'DCC').
  The display shows for instance:



- Press the **REPEAT** key again (= REPEAT CONT).
  The unit repeats the entire cassette without interruption until you stop this function.
  The display shows for instance:



- Press the **REPEAT** key again (= STOP)
  You can also stop the 'REPEAT' mode by pressing the **STOP** key.

3. DOLBY NOISE REDUCTION (NR)

Dolby only works with ACC for playback only

With the **DOLBY B/C NR** key you can choose between 2 different modes. Either 'DOLBY B' or 'DOLBY C'. To call the next mode, press the same key again.

Example:

OFF -> DOLBY B -> DOLBY C -> OFF

'DOLBY NR' is a noise reduction system, which can suppress tape hiss. If the 'ACC' has been recorded with 'DOLBY B', it should also be played back with 'DOLBY B'.

Dolby noise reduction system manufactured under license from Dolby Laboratories Licensing Corporation. 'DOLBY NR' and the double D symbol ⧈ are trademarks of Dolby Laboratories Licensing Corporation.

4. MARKERS

During 'PLAYBACK' the unit automatically responds to various markers and to the beginning of the cassette (for better understanding see chapter 'MARKERS').

5. HEADPHONES

The 'DCC 600' has a head phone connection at the front, suitable for 6,3 mm 'JACK PLUG'.If your head phones are equipped with such a plug, you can connect it to the jack. Adjust the volume by means of the **LEVEL** adjusting knob.

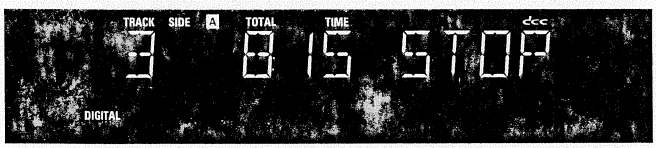
English

There are two different ways to start the recording. The following is the easier method.

Remember: The prerecorded DCC and the ACC can not be used for recording!

- Switch the unit on.
- Open the cassette compartment.
- Correctly insert the cassette.
- Close the cassette compartment.
- The unit automatically identifies the inserted cassette.
- Select the recording source.

  By pressing the **DIG./ANALOG** key you can choose the type of the recording source, from which you want to record (digital or analogue signals).
  The display shows for instance:



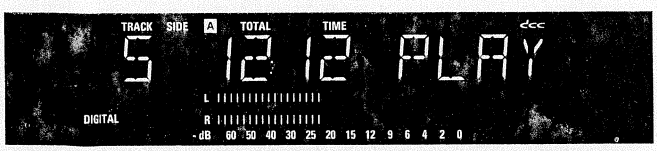
  The change-over can be carried out in any function, except during a recording.

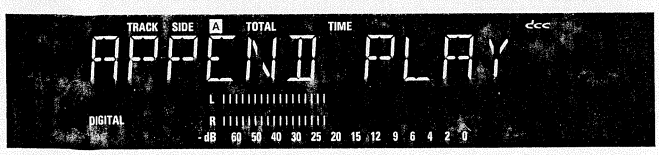
- Start recording.

  The 'APPEND' function can only be called from 'STOP' or 'RECORD PAUSE' mode or after closing the cassette holder with OPEN/CLOSE.

- Press the **APPEND** key.
  The deck searches for the start of the tape or for the end of the last recording. The Audio signal is muted.
  The display shows:

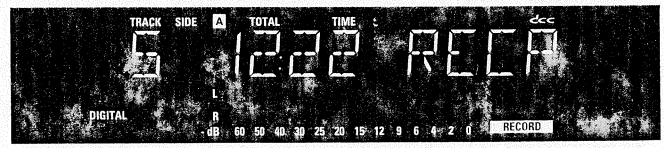
  When a suitable position has been found, the unit plays the last few seconds of the previous recording. This function permits you to control the position.
  The display shows for instance:





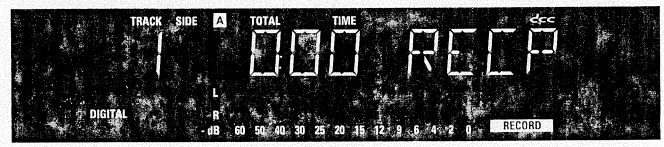
  If the analog input is selected, it has to be manually adjusted by means of the **RECORDING LEVEL** adjusting knob. Set the **RECORDING LEVEL** knob so that the red part of the level control briefly lights up only during dynamic passages.

  After a few seconds of playback, the unit directly switches to 'RECORD PAUSE'.
  The display shows for instance:

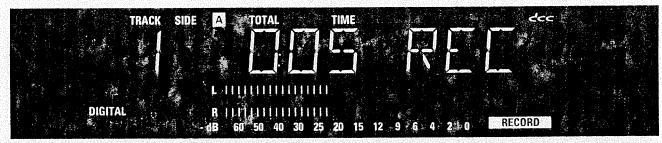


  From this position, you can use the **REC/MUTE** key to start a recording.
  The time and the track number will be correctly recorded by the unit.

  If the 'DCC' is new or blank, the unit rewinds to the beginning of the cassette, to write a 'LEAD IN MARKER' (see chapter 'MARKERS') on the tape. The unit is then switched to 'RECORD PAUSE'.
  The display panel shows:



- At the beginning of the recording, a 'START MARKER' is automatically written (see chapter 'MARKERS).
- Press the **REC/MUTE** key.
  The display shows for instance:



- The time is constantly recorded and the track number automatically increased by one.
- To stop the recording for a short time, press the **REC. PAUSE** key.
  By pressing the **REC/MUTE** key again, the recording is resumed.
- To stop the recording, press the **STOP** key.
  The actual recording stops immediately. The deck continues to write a marker for a short period to mark the end of the last recording.

  This procedure will ensure the correct recording of time and tracknumbers on the tape.

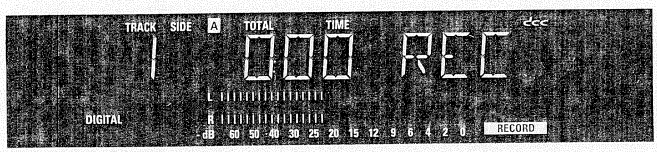
English

1. TO START A RECORDING FROM THE 'RECORD PAUSE' MODE

We recommend this recording method, when you wish to make a recording on a specific location (e.g. replacing an old recording by a new one).

- Find first the position on the cassette from where you want to continue recording.
- Press the **REC. PAUSE** key to enter the 'RECORD PAUSE' mode.

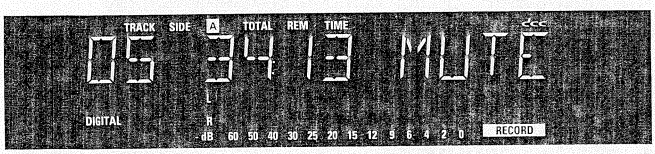
- Press the **REC/MUTE** key.
  The display shows for instance:



- A 'START MARKER' is automatically written at the beginning of the recording (see chapter 'MARKERS').
- If the previous track number is known, the new track number is correctly recorded.
- If the previous track number is not known, '- -' is shown. In this case, please refer to chapter 'RENUMBER'

2. RECORD MUTING (recording a digital silence)

- If you press the **REC/MUTE** key during 'RECORD' or in 'RECORD PAUSE' the recording is mutet for 3 seconds. Then the unit switches to 'RECORD PAUSE' mode. The tracknumbers do not increase during these 3 seconds but the time counting continues.
  The display shows for instance:



3. MARKERS

During 'RECORD MUTE' the unit automatically responds to various markers and to the beginning and the end of the cassette (for better understanding see chapter 'MARKERS').

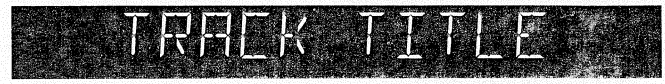
4. GENERAL

- If the recording starts at a blank spot (except the tape end), the unit takes the previous track number as unknown.
- To correct possible mistakes on the display, press RENUMBER key after the last recording (see chapter 'RENUMBER').
- For a precise record control, reset the tape counter to '0000' by pressing the **C. RESET** key.
- During 'RECORD PAUSE', the unit constantly tests the input signals. The copy protection is only tested when 'DIGITAL' has been selected. If the chosen record source is copyrighted, recording cannot be started.
- If 'DIGITAL' has been selected, the unit checks if a digital source has been connected. If the digital source is missing (e.g. bad cable connection), recording can not be started.

TEXT

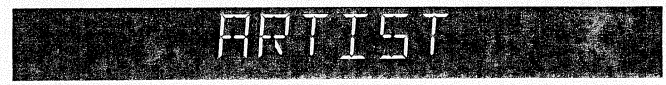
The text information can only be called with a 'prerecorded DCC'.

- If you press the **TEXT** key, the display shows for instance:



After a few seconds the display will show the title of the track.

- If you press the **TEXT** key again, the display shows for instance:



- If you press the **TEXT** key again, the display shows for instance:

- If you press the **TEXT** key again, the display shows for instance:

- If there is no **TEXT** available the display shows:

TIME

The 'DCC 600' takes the time in 3 different ways. By pressing the **TIME** key, you can successively call the following time information.

TIME	... shows you the period from the beginning of the track to the current position in minutes and seconds.
TOTAL TIME	... shows you the period from the beginning of the cassette to the current position in minutes and seconds.
TOTAL REM TIME	... shows you the period from the current position to the end of the cassette in seconds.
COUNTER	... shows you the period from the beginning of the cassette to the current position revs/min.
REM TIME	... shows you the period from the current position to the end of the side. This information can only be called during 'RECORD'.

TOTAL TIME, TOTAL REM TIME and REM TIME can only be called when the recording has been made with the use of the **APPEND** key.

RESET

Pressing the **C. RESET** key resets the counter to '0000'.

English

Markers are special signals on the DCC tape, marking certain positions. Markers can be set automatically or manually.
No makers can be set on an 'ACC'.

The most frequent markers are:

- START MARKER
- NEXT SIDE MARKER
- REVERSE MARKER

START MARKER

A 'START MARKER' marks the beginning of a music track. If this marker is written, you can easily find the beginning of the required music track.

- When you start recording, a 'START MARKER' is automatically set.
- A START MARKER is also written each time a silence of 4 seconds is detected during recording (to indicate the beginning of a new track).

- To manually write a 'START MARKER' press the **MARK WRITE** key during playback or recording. It will mark the beginning of a music track.

Caution: When you manually write a 'START MARKER', the track-numbering will no longer be correct. By pressing the **RENUMBER** key you can include the new marker into the tracknumbering.

NEXT MARKER

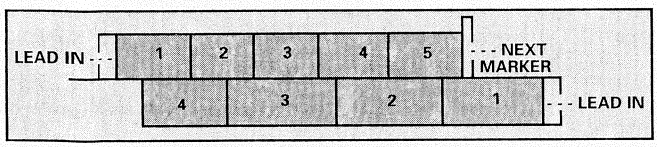
A 'NEXT MARKER' marks the end of the last music track on this side.

You notice that there is no more room on the current side for the next music track (e.g. no. 6) and you therefore want to continue the recording at the beginning of the second side.

- Interrupt the recording by pressing the **REC. PAUSE** key.

- Press the **MARK WRITE** key to write a 'NEXT MARKER'. The unit writes a 'NEXT MARKER', changes the side, **rewinds to the beginning of the tape** and writes a 'LEAD IN MARKER' (see illustration).

- Continue recording by pressing the **REC/MUTE** key. The continued recording will be included in the track-numbering as track no. 1.



'LEAD IN' marks the beginning of the tape on side A and side B.

REVERSE MARKER

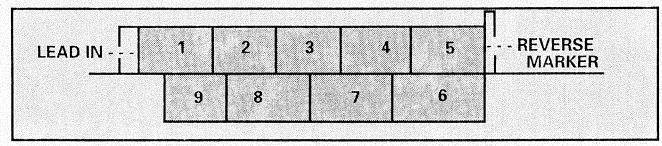
A 'REVERSE MARKER' marks the end of the last music track on this side.

You notice that there is no more room on the current side for the next music track (e.g. no.6) and you therefore want to change the side.

- Interrupt the recording by pressing the **REC. PAUSE** key.

- Press the **SIDE A/B** key.
The unit writes a 'REVERSE MARKER' and **immediately changes the side**. The tape will not be wound to the beginning of side B (see illustration).

- Continue recording by pressing **REC/MUTE** key.
The continued recording will be included in the track-numbering as track no. 6.



'LEAD IN' marks the beginning of the tape on side A.

MARKER ERASE

- Find the marker to be erased using the display.

- Press the **MARK ERASE** key just before the marker to be erased. The unit erases the selected marker.
If the unit does not find a marker within 2.5 seconds, it switches to the previous position.

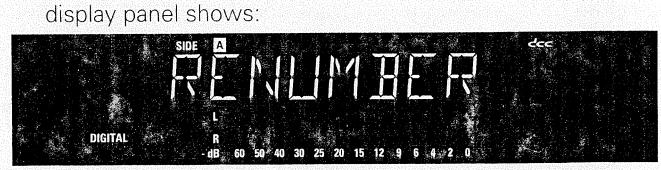
- Press the **RENUMBER** key to correct the tracknumbering.

RENUMBER

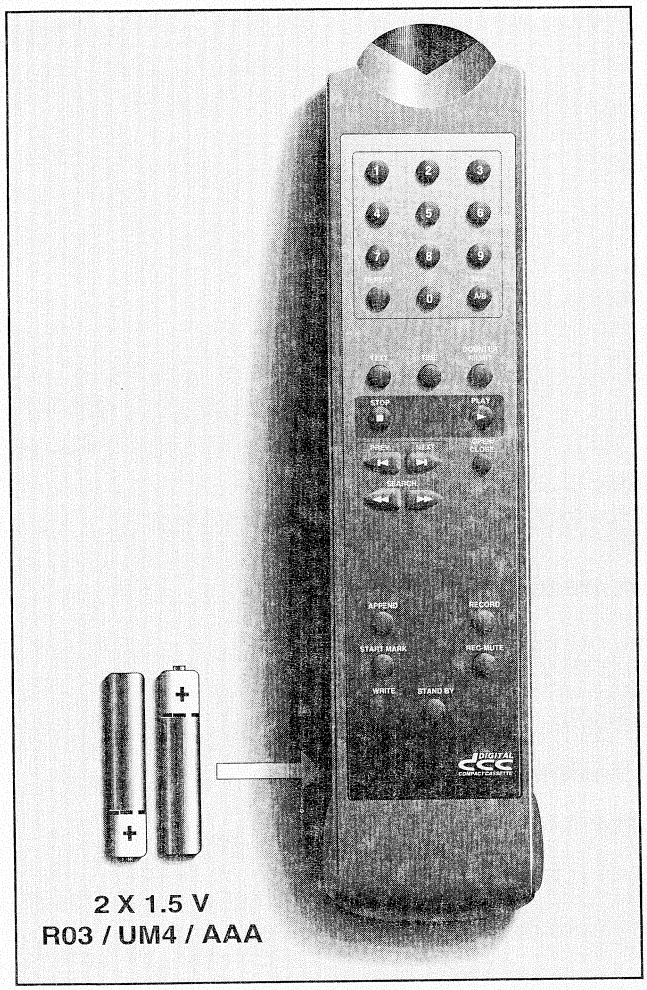
The RENUMBER function can only be used when the recording was made with the use of the **APPEND** key.
Select the 'RENUMBER' function to update the sequence of tracks of the 'DCC'.
Caution: This process may take a few minutes.

- Press the **RENUMBER** key (only 'DCC user-recorded'). The unit winds to the beginning of side A and then checks both sides for their tracknumbers. If a tracknumber is incorrect or if a marker is badly set, they are corrected. The unit winds to the beginning of the first music track on side A and switches to 'STOP'. The audio signal is muted.
This function should not be interrupted!

While the cassette is being rewound to the beginning, the display panel shows:



If the unit began with the function 'RENUMBER', the display shows for instance:



The keys on the remote control have the same functions as the corresponding ones on the 'DCC 600'.
Exception: SEARCH = FORWARD and BACKWARD

EXTRA KEYS

0-9 digit keys	To select directely tracknumbers (only functional when using a 'DCC').
STANDBY	To select the 'STANDBY' mode.

BATTERIES

- Open the battery compartment and insert two batteries as indicated, type R03, UM-4 or AAA-cells.
- Remove the batteries when they have run down or when they will not be used again for a long period.

MAINTENANCE

- Pull the mains plug out.
- Clean the 'DCC 600' with a damp cloth.
- Clean reflecting surfaces (e.g. the display panel or the head of the remote control) with a gentle window cleaner.

CLEANING CASSETTES

- In principle there is no need to clean the head of your DCC player if you use only DCC cassettes.
  The use of conventional compact cassettes of inferior quality may leave dirt on the DCC head. This can affect the sound quality of DCC cassettes.
- Special DCC cleaning cassettes are available to clean the DCC head.
- It is strongly advised not to use conventional compact cleaning cassettes as they will not clean the DCC head well enough.

Only use special 'DCC cleaning cassettes' for your 'DCC 600'!
Do not use demagnetizing cassettes!

PROBLEMS WITH THE WHOLE SYSTEM

If a fault occurs, read the points below before taking your 'DCC 600' for repair.

Electrostatic charge may cause unexpected symptoms, e.g. the unit does ot respond to any command.

To reset the unit:

- Switch off the power by pressing the POWER ON/OFF key.
- Switch on the power on again after a few seconds.

WARNING
If these remedies fail to help, consult your dealer. Under no circumstances should you try to repair the unit yourself as that would invalidate the guarantee.

(GB) TECHNICAL DATA

English

INPUTS

DIGITAL IN:

AES/EBU format:	according IEC958
sampling frequency:	32 / 44.1 / 48 kHz
unbalanced cinch:	75 Ohm

ANALOG IN:

cinch:	unbalanced
input impedance:	50 kOhm
sampling frequency:	44.1 kHz
input sensitivity:	150 mVrms
max. input voltage:	2 Vrms +/- 2dB

OUTPUTS

DIGITAL OUT:

AES/EBU format:	according IEC958
sampling frequency:	32 / 44.1 / 48 kHz
unbalanced cinch:	75 Ohm

ANALOG OUT:

output voltage:	2 Vrms +/- 2 dB
frequency response:	20 Hz...20 kHz +/- 0,5 dB
channel separation:	80 dB (1kHz)
THD+N:	87 dB (1 kHz)
SNR:	90 dB
wow and flutter:	quartz crystal precision

DCC PLAYBACK

ANALOG OUT:

output voltage:	0,8 Vrms +1,5 dB / -0,5 dB at 200 nWb/m
frequency response:	40 Hz ... 14kHz (5 dB)
channel separation:	26 dB (related tracks)
THD:	2 %
SNR:	Dolby OFF 50 dB
	Dolby B 59 dB
	Dolby C 67 dB
wow and flutter:	0,15 %

ACC PLAYBACK

HEADPHONE OUT:

output power:	50 mW / 600 Ohm
frequency response:	20 Hz...20 kHz +/- 1 dB
channel separation:	80 dB (1 kHz)
SNR:	90 dB

DCC PLAYBACK

1.

Cause: You have pressed a key during a function which can not respond to this key.

Solution: Press the STOP key.

2.

Cause: For some reason, the compartment cannot be openend or closed (e.g. cassette not correctly inserted, compartment touched an object when it was opened).

Solution:
- Be sure to correctly insert the cassette in the cassette compartment.
- Ensure that the compartment has sufficient clearance for opening and closing.

3.

Cause: The compartment has been closed without containing a cassette.

Solution: Close the compartment after you have inserted a cassette.

4.

Cause: The selected track number does not exist.

Solution: Enter an existing track number.

Cause: The required music track does not exist, playback is continued.

Solution: Select another music track.

5.

Cause: The CD player does not send any signal in 'STOP' mode.

Solution: Set the CD player into 'PAUSE' mode.

Cause: The digital source has failed (i.e. loosened cable), the unit is switched to STOP.

Solution: Check the connections and try again.

Cause: 'Digital' has been selected at the unit. If the digital source is missing, recording can not be started.

Solution: Check the connections and try again.

6.

Cause: You can not make a digital copy of a source which is already a digital copy of an original music-program.
The DCC 600 operates with a Serial Copy Management System, which includes that a fully digital copy can be made from prerecorded digital material but only directly from the original material. E.g. you can make a digital recording from a CD to your DCC via the digital in- and output sockets. However, it is not possible to make a ***digital*** copy of this recorded DCC cassette to another DCC deck.

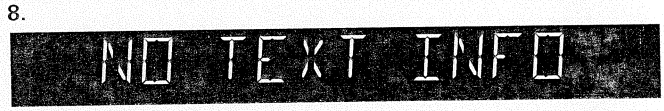
Solution: When you want to copy this cassette from one DCC deck to another you can only do this via the analogue in- and output sockets.
Select 'ANALOG' and start recording again.

7.

Cause: You have inserted a data cartridge. The unit is switched to 'STOP'.

Solution: Insert a music cassette in the compartment.

8.



Cause: There is no text information.

Solution: You have inserted a cassette in the compartment, which does not contain any text information.

9.

Cause: You have tried to start recording with an 'ACC'.

Solution: Insert a 'DCC' into the tray.

10.

Cause: You have tried to start recording with a recording protected cassette.

Solution: Push the red button on the user-recorded DCC down (towards protective touch slider).